

Executive Order on gaming machines in amusement arcades and restaurants¹

The following is hereby laid down pursuant to Sections 41, 42(6) and 60 of Act No. 848 of 1 July 2010 on gaming:

Chapter 1 *Gaming machines*

Section 1. A gaming machine must be an independent and identifiable unit. Gaming machines may not be connected to or joined onto other machines, including other gaming machines or exchange systems; see, however, paragraph 2.

Paragraph 2. One or more gaming machines can be connected to an external top box. For such a connection, the gaming machine and top box together shall meet the requirements laid down for gaming machines. Inspection-free connection of gaming machines and top boxes can take place when the top box in question is approved for the type of gaming machine connected.

Paragraph 3. Electronic reading systems used for count and control readings may be approved.

Section 2. Gaming machines must be equipped with a counter that records increments of DKK 1 and contains at least eight digits. The counter must record the value of the total stakes and the winnings paid out.

Chapter 2 *Control computer*

Section 3. Gaming machines must be connected to a central monitoring system at the National Gaming Authority.

Paragraph 2. Gaming machines that are connected electronically to the central monitoring system must be configured so that they cannot function if they are disconnected from the system.

Paragraph 3. The technical installation used to connect the gaming machines to the control computer shall send the necessary information about the games played on the gaming machines to the central monitoring system at the National Gaming Authority at least once each day.

Chapter 3

¹ Notification of the draft Executive Order has been sent in accordance with Directive 98/34/EC of the European Parliament and of the Council (Information Procedure Directive), as amended by Directive 98/48/EC.

The games

Section 4. The outcome of each game must depend on chance.

Section 5. A gaming machine may be configured so that, in addition to the basic game, it can include feature games and feature points, including hold and nudge functions, whereby the chances of winning and the size of the prizes are increased during the game. The right to any feature games or feature points obtained that may remain at the end of a game may not be cancelled.

Section 6. The operation of the game may only take place through manual input from the machine. However, the player is permitted to influence the game using hold, nudges, etc. that do not involve skill, but rely on chance.

Section 7. Each game shall have a duration of at least two seconds.

Chapter 4

Payment for games, prizes and repayment percentages

Section 8. Gaming machines must be configured so that payment for the game can only be with coins or tokens that may be exchanged for money. The National Gaming Authority may approve other forms of payment.

Section 9. The stake per game may not exceed DKK 0.50. Pre-payments are fed into the machine as credits, which it shall be possible to read on the machine.

Paragraph 2. If more than the stake has been inserted into a gaming machine, it shall be possible at any time to obtain repayment of the amount, minus payment for the games already played. However, it is permitted to withhold stakes of less than DKK 20, on condition that the amount can be used to continue playing. Signs at the gaming venue shall state clearly that the machines are configured in this way.

Section 10. Prizes in a game shall not exceed DKK 300.

Paragraph 2. Winnings must be paid immediately or added to the machine as credits. However, it is permitted to withhold winnings of less than DKK 20, on condition that the amount can be used to continue playing. Signs at the gaming venue shall state clearly that the machines are configured in this way.

Section 11. Gaming machines may only be operated by direct insertion of stakes, and the payment of winnings shall only be possible directly from the gaming machines. The National Gaming Authority may approve other methods of payment.

Section 12. The gaming machine's declared repayment rate, which it shall be possible to read on the machine, must not be less than 74%.

Paragraph 2. The payment of winnings must correspond to a winnings table displayed on the gaming machine.

Section 13. Gaming machines may not display, with fixed or changing digits, prize banks larger than the maximum prize, or register concealed banks that can give payouts greater than the maximum prize.

Chapter 5

The accredited testing companies, inspection approval, etc.

Section 14. An accredited testing company approved by the National Gaming Authority shall seal the parts of the machine and top box that are important for the operation of the game, in order to ensure that no changes are made to its construction or parts removed. The testing company must also verify and seal the technical installation used to connect the gaming machines to the control computer at the National Gaming Authority.

Paragraph 2. Labels may be used instead of seals. It must not be possible for the labels to be removed without being destroyed.

Paragraph 3. The National Gaming Authority may allow the seal to be completely or partially omitted in so far as the National Gaming Authority, via the central monitoring system or otherwise, can carry out checks on the parts in question.

Section 15. A gaming machine, top box or technical installation in which the seal is broken may not be used until a new inspection has been performed.

Section 16. For each gaming machine and each top box installed, there must be a declaration from an accredited testing company that is issued with a validity of five years. The declaration must certify:

- 1) that the conditions mentioned in Sections 1(1) and (2), 2, 3(2), 4, 5(2), 7, 8(1), 9(1)(2), 12 and 13 have been fulfilled; and
- 2) that the machine is equipped with a sign from the accredited testing company with the machine's name and unique number and the month and year of the test.

Paragraph 2. The National Gaming Authority may allow the declaration to be completely or partially omitted in so far as the National Gaming Authority, via the central monitoring system or otherwise, can carry out checks of the machine and top box.

Paragraph 3. For each technical installation at the installation venue that connects the gaming machines to the control computer at the National Gaming Authority, there shall be a declaration certifying that the installation has been inspected and sealed. The installation shall bear a sign from the accredited testing company with the month and year of the test.

Section 17. The costs of inspection and checks shall be borne by the licence holder.

Chapter 6

Fees

Section 18. The National Gaming Authority shall charge a fee of DKK 750 per gaming machine for each calendar year. If a gaming machine has to be inspected as a result of changes made to the machine, the machine shall be considered as newly installed.

Chapter 7

Penalties

Section 19. Deliberate or grossly negligent breaches of Sections 2, 3, 5(2), 6, 8, 9, 10, 11, 12, 13, 14(1), 15 and 16(1) and (3) shall be punishable by a fine.

Paragraph 2. Criminal liability may be imposed on companies, etc. (legal persons) in accordance with the rules of Chapter 5 of the Penal Code.

Chapter 8

Entry into force

Section 20. This Executive Order shall enter into force on